

Name: Tie Sprint

Type: Sienar Fleet Systems TIE Sprint Interceptor

Scale: Starfighter

Length: 7.3 Meters

Skill: Starfighter Piloting - Sprint

Crew: 1

Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D

Consumables: 3 Days

Cargo Capacity: 60 Kg

Hyperdrive Multiplier: x2

Hyperdrive Backup: No

Nav Computer: Limited to 3 Jumps

Space: 14

Atmosphere: 700; 1600kmh

Maneuverability: 3D

Hull: 2D

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 2/3D

Weapons:

3 * Laser Cannon

Fire Arc: Front

Fire Control: 2D

Space: 1-5/15/25

Atmosphere Range: 100-500/1.5/2.5km

Damage: 7D



Description: The Tie Sprint is a late design from Sienar introduced after the alliance with the Sith was formed, the old Tie Interceptor was considered to be aging and weak, so the Sprint was designed. However by this time the Empire was much weakened and the fresh research and design they had done in the past was beyond them, so the design for the Tie Cluster Inspection Shuttle was used and improved into the Tie Sprint. Although not overwhelmingly well armed, the Tie Sprint can still easily hold its own in combat, which its incredible speed also helps it with, but the slow hyperdrive and weak hull and shields means that the Tie Sprint is still no where near a match for Republic vessels such as the X-Wing. But given all of its disadvantages, the Tie Sprint is still cheap to manufacture, uses stock parts, and excels in its role as an interceptor so much that the Empire has indeed started to replace its older Tie Interceptor

fleet with newer Tie Sprints.

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